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## INSTRUCTION BOOKLET

**Nintendo**

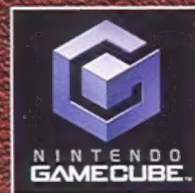
Nintendo of America Inc.  
P.O. Box 957, Redmond, WA 98073-0957 U.S.A.  
[www.nintendo.com](http://www.nintendo.com)

**EmuMovies**



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**PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME DISC OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.**

**IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES**

**⚠ WARNING - Seizures**

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions	Eye or muscle twitching	Loss of awareness
Altered vision	Involuntary movements	Disorientation

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

**⚠ WARNING - Repetitive Motion Injuries and Eyestrain**

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists, arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists, arms or eyes during or after play, stop playing and see a doctor.

**⚠ WARNING - Electric Shock**

To avoid electric shock when you use this system:

- Do not use the Nintendo GameCube during a lightning storm. There may be a risk of electric shock from lightning.
- Use only the AC adapter that comes with your system.
- Do not use the AC adapter if it has damaged, split or broken cords or wires.
- Make sure that the AC adapter cord is fully inserted into the wall outlet or extension cord.
- Always carefully disconnect all plugs by pulling on the plug and not on the cord. Make sure the Nintendo GameCube power switch is turned OFF before removing the AC adapter cord from an outlet.

**⚠ CAUTION - Motion Sickness**

Playing video games can cause motion sickness. If you or your child feel dizzy or nauseous when playing video games with this system, stop playing and rest. Do not drive or engage in other demanding activity until you feel better.

**⚠ CAUTION - Laser Device**

The Nintendo GameCube is a Class I laser product. Do not attempt to disassemble the Nintendo GameCube. Refer servicing to qualified personnel only.

Caution - Use of controls or adjustments or procedures other than those specified herein may result in hazardous radiation exposure.

**CONTROLLER NEUTRAL POSITION RESET**

If the L or R Buttons are pressed or the Control Stick or C Stick are moved out of neutral position when the power is turned ON, those positions will be set as the neutral position, causing incorrect game control during game play.

To reset the controller, release all buttons and sticks to allow them to return to the correct neutral position, then hold down the X, Y and START/PAUSE Buttons simultaneously for 3 seconds.





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**THIS GAME SUPPORTS  
SIMULTANEOUS GAME PLAY  
WITH ONE, TWO, THREE OR  
FOUR PLAYERS AND  
CONTROLLERS.**



**THIS GAME IS  
COMPATIBLE WITH  
PROGRESSIVE MODE TVs.**



**THIS GAME REQUIRES A  
MEMORY CARD FOR SAVING  
GAME PROGRESS, SETTINGS  
OR STATISTICS.**

#### Progressive Scan Mode

This game can be set to display a higher resolution image on TVs that support progressive scan mode (such as EDTV, HDTV). To use the progressive scan mode, you need a TV that can accept this type of input (see your TV operation manual), and a Nintendo GameCube Component Video Cable (available only through Nintendo, visit [www.nintendo.com](http://www.nintendo.com) or call 1-800-255-3700). To activate the progressive scan mode, press and hold the B Button while the Nintendo GameCube logo is being displayed until the message "Do you want to display the game in progressive mode?" appears. Select YES to activate the mode. Please note that on some TVs, activating the progressive scan mode will set the format of the image to a wide screen (16:9) format.

#### NEED HELP PLAYING A GAME?

You can visit our website at [www.nintendo.com](http://www.nintendo.com) for game play information.  
For automated game play tips and news, call Nintendo's Power Line at: 1-425-885-7529.  
This may be a long distance call, so please ask permission from whom ever pays the phone bill.

**Rather talk with a game counselor?**

**1-800-521-0900**

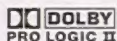
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This game is presented in Dolby Pro Logic II. To play games that carry the Dolby Pro Logic II logo in surround sound, you will need a Dolby Pro Logic II, Dolby Pro Logic or Dolby Pro Logic IIx receiver. These receivers are sold separately.



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## BACKGROUND

You are John Raimi, a specialist in Biological and Chemical threats. In high demand, you are often hired by Governments, Universities, and Corporations to help deal with the most dangerous biological and chemical agents.

In Southern France, a highly successful company known as the Volks Corporation conducts research into military weapons, selling their products to the highest bidder. But deep beneath this restricted facility lies an older, darker secret.

One of your best friends, Thomas Bryson, was sent into Volks Corp. undercover to investigate the company and find evidence of their illegal activities. After weeks of nothing but silence, he finally makes contact.

CR-2, an elite counter-terrorism group supported by the CDC, (Center for Disease Control) in the fight against biological and chemical threats has contacted you. They are putting together an assault team to extract Bryson, and they have asked for your help. CR-2 requests your assistance to help safely extract what Bryson has discovered.

## CHARACTERS

### John Raimi - Age: 35

- One of the leading minds in biology and chemistry.
- Worked in private sector for many top laboratories, studying biological and chemical agents.
- Met Thomas Bryson in college and has been close friends ever since, their career paths often crossing each other.



### Thomas Bryson - Age: 48

- Served in the Army for several years.
- Works for CR-2, a special agency focusing on biological and chemical threats.
- Specializes in study of dangerous biological and chemical agents.
- Mentor and close friend to John Raimi.



### Alexander Volks - Age: 86

- Comes from a wealthy American family.
- Parents died when he was six.
- Lived with his Aunt Giselle in her secluded estate in the South of France.
- Strong interest in the occult.
- Resides over successful empire specializing in scientific research and weapon development/manufacturing.





## SAVING AND LOADING

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When you start Geist for the first time, it will automatically create a save file on the Memory Card in Memory Card Slot A. Once you select to play a Single Player game, three save files will be available to



choose from. Choose one of these three save files to save your game. If you start a new game in an empty slot, you will be given the option to change the default controller layout and options before proceeding to the first game level.

Once you start the game there are four ways to save manually:

- 1.) After dying you will be asked if you want to save your progress up to the most recent stage.
- 2.) Once you have passed a stage during a level you can pause the game and choose the Save Game option.
- 3.) Quitting to the Main Menu will prompt the game to ask if you wish to save.
- 4.) Restarting the level also allows you to save your data.

Loading a saved game will restart you at the last completed stage.

When an entire level has been finished the game will save automatically.

If you choose to load a saved game featuring already completed levels, you can choose to continue from the most advanced point or you can go back and replay already completed stages. Saving your game while playing an already completed stage will only save the Log Data and Collectible Data. If you finish a previously completed stage you will be returned to the main menu.

## DEFAULT

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## CONTROLS

There are Two control schemes for you To choose from in The options menu (see page 12).

### Control Stick

- ↑↑: Move forward/backward
- ←→: Strafe left/right

### L Button

- (Ghost)
- Jump/Float (Person or Animal)
- Host's Special Function

### A Button

- (Object)
- Perform special function (Ghost)
- Possess an object, person, or animal (Host)
- Interact with an object

### Y Button

- (Person)
- Draw weapon
- Reload equipped weapon
- Hold to lower weapon

### C Stick

- ↑↑: Look up/down
- ←→: Turn left/right

### + Control Pad

- ↑: Review objectives
- ↓: Game Stats
- ←: Map
- : Inventory

### R Button

- Fires equipped weapon

### B Button

- Exit Possession
- Cancel Command

### Z Button

- (Person)
- Secondary fire (if weapon equipped has secondary fire capability)

### START/PAUSE

- Access Pause Menu
- Skip cinematics (once they have been viewed)



## In Possession of a Host

Special ability of This host.

The health of The possessed.

Who you have possessed appears here.



## As a Ghost

Lose all your energy and you no longer have a spiritual presence in this realm.



## TIP

While you explore the world as a ghost, your energy fades as you are pulled toward the afterlife. In order to continue your progress you will need to find and possess animals, people, and objects to quickly replenish your energy. You can also drain certain types of vegetation for small energy boosts.

## In Possession of an Object

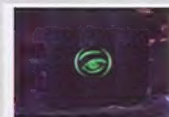


The function you can perform while in possession

Your energy as an object

# POSSESSION

Once you become a ghost you can explore your surroundings. When you find an object worth investigating your cursor will turn into an eye.



Press The A Button To learn more about The object.

If the object is something you can possess it will start to glow with a reddish aura. A possession icon will appear if you center the cursor on the object.



After possessing an object you may interact with the object using the keys shown on the Heads Up Display.

## Animal and People Possession

Animals and people can only be possessed when they are in a scared or excited state. You will need to find objects in the environment that you can use to scare them and make them susceptible to possession.



Sometimes you can only make your target uneasy, in which case their aura turns from white to yellow.



If you can find something else to scare them and turn their aura red then you can possess them.



## Control Options

When you first start your game you will be given the option to adjust your control settings.

**Style:** Shade/Wraith - Adjusting the control style will change whether the Analog or Control Stick is used for strafing or aiming.

### Advanced Controller Configure:

**Invert Pitch:** On/Off - Toggle the Y axis when looking up and down.

**Swap Control Sticks:** On/Off - Swaps the function of the Analog Stick, and the Control Stick.

**Rumble:** On/Off - Toggle the Rumble function in the controller.

## Pause Menu

**Resume Game:** Return to the game.

**Options:** Lists options to customize your game.

**Restart Level:** Activate to replay the level.

**Save Menu:** Save the game up to the most recent checkpoint.

**Quit to Main Menu:** Activating this will quit your game and return you to the starting menu.

## Options

**Screen Mode:** Switch between a Standard (4x3) or Widescreen (16x9) display.

**Brightness:** Adjust the brightness of the picture.

**Rumble:** On/Off - Toggle the Rumble function in the controller.

**Subtitles:** On/Off - Toggles weather the subtitles are displayed during cinematics. (only available from the Title Screen option menu)

**Music Volume:** Change the Volume using the slider.

**Effects Volume:** Adjust slider to the desired level.

**Audio Mode:** Choose to play the sound in Mono, Stereo, or Surround.

**Control Options:** Use to switch between the two control modes and provide access to more advanced control options (only available in the Options Menu accessed from the Pause Menu).

**Return to Pause Menu**

First select how many people will be playing. Once everyone has chosen their control scheme press START.

There are three multiplayer game modes to choose from.

### Possession Deathmatch:

Possess hosts to fight opponents. For each opponent eliminated, one point is added to your score. Objects can be possessed and used to kill opponents for points, but you are vulnerable while inside an object. If you dispossess a human host, that host will remain vulnerable for two seconds. Other players can sweep in and destroy a vulnerable host for an easy kill point. Hosts have limited ammunition, so once the ammo is depleted, you will have to find a new host to possess or a reload station.

### Capture The Host:

Possess hosts and leave their body on a Base to score points. Each host is worth one point. Score extra points by collecting kills with your host before dropping them on the Base. If your host is killed while carrying points, all the points are lost. Just like Death Match, Hosts have limited ammo so be careful! If the Key Mode option is enabled, the Base will have a color-coded shield protecting it. To lower the shield you must find the Key located somewhere in the level. Key-carrying players can only lower the shield when it turns their team's color. If the Dropped Points option is turned on, hosts that are killed while carrying points will leave them behind for other players to collect.

### Hunt:

Human hosts use anti-spirit weapons to track and kill enemy Ghosts. Ghosts kill Human opponents by possessing them and forcing them into Hazards (pits, spikes, fans, etc.). Humans can quickly tap the A Button to eject a ghost from their body or use their grenades (the alternate fire of the anti-spirit weapon) to knock a ghost out of a possessed teammate or themselves. The first team to deplete all the lives of their opponent wins.

## MULTIPLAYER

Next choose a level. You will be able to access more multiplayer levels and options by finding and collecting secrets in the single player game.

Once your level has been selected you can choose which team you will be on, as well as your handicap setting.

### Multiplayer Handicap

There are five Handicap settings.

Those settings are -2, -1, 0, +1, +2

The default is 0. When you select a higher number it causes your character to cause more damage, and increases your health. By selecting a lower number, you have less health and take more damage.

You can also select computer controlled bots to play with you. Up to eight total players (humans plus bots) can play. You can also assign their team color and handicap.

NOTE: The Key Mode option is OFF by default. Dropped points are ON by default.

Other advanced multiplayer options can be selected from the Advanced Settings option on the Multiplayer select screen.

### Multiplayer Power Ups

There are various Power Ups available to collect when playing multiplayer.



Health

When collected this heals your character.



Hijack

In ghost form you will be able to steal another character's host.



Anti-Hijack

Prevents other players from possessing your host.



Speed

Your host will run faster.



Jump

Your host can jump higher, but it only works for hosts with the jump ability.



Attack

This increases the damage you cause to opponents.



Defense

Decreases the damage you take.



# CREDITS

n-Space Inc.

Producer  
Ted Newman

President  
Erick S. Dyke

Project Manager  
Dan O'Leary

Lead Programmers  
Joshua Crow

Programming  
Leon Brown  
Justin Hare  
Michael Lebo  
Derek Mulder  
Sean Purcell

Game Scripting  
Glen McKnight  
Ginger Smith  
Bradley Weckman

Art Manager  
W. Randy King

Lead of Characters and Animation  
Jeff Outlaw

Character Modeling & Animation  
Michael Budd  
Forrest Crump  
Chris Schroyer  
Drew Morgan

Lead World Builder  
Andrew Paciga

World Building  
Will Fuller  
James Inziello  
Brian Miller  
Jordan Walker

Music & Audio  
Michael Reed

Foley Direction  
Bob Hichborn

Voice (In Order of Appearance)  
Carlos Navarro  
Soulbrother Kevin  
Dan Stone  
Shannon Burke  
Maggie Wang  
Russell Smith  
Savannah Boan  
Katherine Brown  
Timothy Schwalk  
Daniel Dennis

Timothy Schwalk

Christopher Cammack  
Shawn Leaf  
John M. Meyers  
Jeremy Nikolai  
Adam Smith

Thomas Sears  
Maggie Wang  
Jaime Wojick

Peet Cooper  
Jared Lindquist  
Amy Williams

Ryan Hastings  
Troy Jacobson  
Jason Miller

Brad Martin

Captain Julia  
Thomas Bryson  
Commander Rourke  
Alexander Volks  
Gigi Volks  
Cord  
Keira Wells (Dog Trainer)  
Anna Richardson  
Miscellaneous Voices  
Crew Chief & Facilitator

Test  
Christopher Burnett

IT & Facilities Management  
Gary Meyers

Nintendo

Executive Producer  
Satoru Iwata

Senior Producer  
Shigeru Miyamoto

Producers  
Hideki Konno  
Kensuke Tanabe

Assistant Producer  
Hiromasa Shikata

Interpretation/Coordination  
Masashi Goto

UI Design Support  
Tomoaki Kuroume  
Takahiro Hamaguchi

Technical Support  
Hironobu Kakui  
Shingo Okamoto

Product Coordination  
Jeff Kalles  
Brett Gow

Product Testing  
Tom Hertzog  
NOA Product Testing Dept.  
Michael Leslie

Special Thanks  
Mr. Kimishima  
Jeff Miller  
Henry Sterchi  
Jim Wornell  
Colin Kastner  
Nicola Wright  
Toshihiko Okamoto  
Mr. Fukuda  
Leslie Swan  
Nate Bihldorff  
Jeff Gilbert  
Tom Prata  
Mari Shirakawa



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REV-B

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## Warranty & Service Information

REV-P

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Please try our website at [www.nintendo.com](http://www.nintendo.com) or call the Consumer Assistance Hotline at 1-800-255-3700 for troubleshooting information and repair or replacement options and pricing. In some instances, it may be necessary for you to ship the complete product, FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, to Nintendo. Please do not send any products to Nintendo without contacting us first.

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